Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A specified position determining method applied to a game apparatus, comprising the steps of:

generating map data to display a map image on a display of the game apparatus, the map image two-dimensionally expressing a corresponding three-dimensional map which includes information representing a predetermined three-dimensional field;

generating cursor data to display a cursor on the displayed map image;

controlling a position of the displayed cursor in accordance with an instruction from an operator;

virtually disposing the three-dimensional map in parallel to the map image at a backward position thereof seeing from a predetermined viewpoint, such that straight lines extending from the predetermined viewpoint to given points on a peripheral edge of the map image further pass through corresponding points on a peripheral edge of the three-dimensional map;

projecting the predetermined viewpoint onto the three-dimensional map via a position of the cursor displayed on the map image; ~~and~~

detecting a point on the three-dimensional map where the projected viewpoint intersects the predetermined three-dimensional field, whereby determining the detected point as a

position where the cursor specifies on the displayed map image; and

wherein the game being advanced as specifying a predetermined position on a map by a cursor operated by an operator.

Claim 2 (original): The specified position detecting method according to claim 1, wherein the map data generating step includes a substep of generating map data to display a position on the map image, which corresponds to the determined position, on the display to be distinguishable from other positions.

Claim 3 (original): The specified position detecting method according to claim 1, wherein the predetermined three-dimensional field includes a plurality of areas, and the detecting step includes a substep of detecting which of the plurality of areas includes the detected point.

Claim 4 (original): The specified position detecting method according to claim 3, wherein the map data generating step includes a substep of generating map data to display an area on the map image, which corresponds to the detected area, on the display to be distinguishable from other areas.

Claim 5 (previously presented): The specified position detecting method according to claim 1, wherein the predetermined three-dimensional field represents at least one of a ground surface and a water surface.

Claim 6 (currently amended): A game apparatus comprising:

a generator for generating map data to display a map image on a display of the game apparatus, the map image two-dimensionally

expressing a corresponding three-dimensional map which includes information representing a predetermined three-dimensional field, generating cursor data to display a cursor on the displayed map image, and controlling a position of the displayed cursor in accordance with an instruction from an operator; and

a controller for executing game processing in accordance with a position on the displayed map image specified by the cursor,

wherein the generator virtually disposes the three-dimensional map in parallel to the map image at a backward position thereof seeing from a predetermined viewpoint, such that straight lines extending from the predetermined viewpoint to given points on a peripheral edge of the map image further pass through corresponding points on a peripheral edge of the three-dimensional map, projects the predetermined viewpoint onto the three-dimensional map via a position of the cursor displayed on the map image, and detects a point on the three-dimensional map where the projected viewpoint intersects the predetermined three-dimensional field, whereby determining the detected point as a position where the cursor specifies on the displayed map image; and

wherein the game being advanced as specifying a predetermined position on a map by a cursor operated by an operator.

Claim 7 (currently amended): A storage medium having computer readable program code means embodied in the medium, the computer readable program code means comprising:

computer readable program code means for generating map data to display a map image on a display of the game apparatus, the map image two-dimensionally expressing a corresponding three-dimensional map which includes information representing a predetermined three-dimensional field;

computer readable program code means for generating cursor data to display a cursor on the displayed map image;

computer readable program code means for controlling a position of the displayed cursor in accordance with an instruction from an operator;

computer readable program code means for virtually disposing the three-dimensional map in parallel to the map image at a backward position thereof seeing from a predetermined viewpoint, such that straight lines extending from the predetermined viewpoint to given points on a peripheral edge of the map image further pass through corresponding points on a peripheral edge of the three-dimensional map;

computer readable program code means for projecting the predetermined viewpoint onto the three-dimensional map via a position of the cursor displayed on the map image; ~~and~~

computer readable program code means for detecting a point on the three-dimensional map where the projected viewpoint intersects the predetermined three-dimensional field, whereby determining the detected point as a position where the cursor specifies on the displayed map image; and

computer readable program code means for advancing the game by specifying a predetermined position on a map by a cursor operated by an operator.

Claim 8 (cancelled):

Claim 9 (cancelled):